5th Edition, Revised

HOMEBREW

Homebrew rules, changes and enhancements

Playing the game

Beyond 1st level

When your class has a d6 hit die and you roll a 1 to increase your maximum hit points, you can reroll the die. Similarly, if your hit die is a d8 or higher, you can reroll any 1 or 2.

Multi-classing

Gaining a level in a different class than the one your character begins with should make narrative sense and requires permission by the DM. Unless explicitly allowed, you cannot multi-class into a class whose powers are derived from the character background, like Sorcerer or Warlock.

Using Ability Scores

Intelligence

Additional proficiencies

Your Intelligence gives you a greater capacity to master different skills and languages. You gain an additional proficiency from the following table once you meet the Intelligence score prerequisite.

If you gain an additional skill proficiency, your choice must come from the skill proficiencies offered by your class.

For example, a Wizard with an Intelligence score of 15 gains one additional tool proficiency and learns one language of their choice, and also gains one skill proficiency from Arcana, History, Insight, Investigation, Medicine or Religion.

Intelligence proficiencies

Min. score	Proficiency
11	tool proficiency
13	skill proficiency
15	language
17	tool proficiency
19	skill proficiency

Temporary effects that change your Intelligence score (such as magic items and spell effects) have no effect on the number of proficiencies or languages you gain from this feature.

Combat

Dropping to 0 Hit Points

If damage reduces you to 0 hit points and doesn't kill you outright, you must succeed on a DC 15 Constitution saving throw or gain one level of Exhaustion. You automatically succeed on the saving throw a number of times equal to your Constitution modifier (minimum 0) and regain the ability to do so when you finish a long rest.

Advantage and Disadvantage

A creature cannot gain advantage on attack rolls if it can't see its target, the target is not unconscious or paralyzed, and it doesn't have an ability to sense its target without sight (like Blindsight or Tremorsense).

Flanking

When a creature and at least one of its allies are adjacent to an enemy they can see and on opposite sides or corners of the enemy's space, they are flanking that enemy. While a creature is incapacitated, prone, restrained, or flanked, it is incapable of flanking. A Large or larger creature is flanking as long as at least one square or hex of its space qualifies for flanking.

A creature that is flanked suffers a -2 penalty to AC and Dexterity saving throws.

At the DM's discretion, creatures that are not disadvantaged by multiple opponents due to their type (like Oozes) are immune to being flanked.

Hitting Cover

The optional rule from the *Dungeon Master's Guide*, p272, applies when hitting targets behind cover:

If an attack roll falls within a range low enough to miss the target but high enough to strike the target without the bonus provided by cover, the object used for cover is struck. If a creature is providing cover for the missed creature and the attack roll exceeds the AC of the covering creature, the covering creature is hit.

Ammunition

You can spend 1 minute after combat to recover every spear, javelin, dagger, or other melee weapon with the Thrown property that you used for ranged attacks in the area, except those that the DM determines to be irrecoverable.

Similarly, you can recover every arrow, bolt, dart, or stone used in a ranged attack that scored a regular hit, except those that the DM determines to be irrecoverable. Ammunition used for attacks that missed or scored a critical hit are irrecoverable.

Actions in Combat

The combat action options from the *Dungeon Master's Guide*, p271, are also allowed:

Climb onto a Bigger Creature

A suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to the DM's discretion. The larger creature can dislodge the smaller creature as an action — knocking it off, scraping it against a wall, or grabbing and throwing it — by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

Engage

When a creature makes a melee attack, it can also engage its target. Until the end of the attacker's next turn, any opportunity attack it makes against the engaged target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the *shocking grasp* spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

Overrun

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Shove Aside

A creature uses the special shove attack from the Player's Handbook to force a target to the side, rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

Tumble

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action or a bonus action, the tumbler makes a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

Races

Aasimar

Scourge Aasimar

Radiant Consumption. At the end of each of your turns while you are transformed, you and each hostile creature (rather than each creature) within 10 feet of you take radiant damage equal to half your level (rounded up).

Dragonborn

Natural Armor. Your scales protect you from harm. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Dragon Claws. You have retractable claws extending from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike.

Human

These changes don't apply to the Variant Human.

Natural Learners. You gain proficiency in one skill of your choice and one set of artisan's tools or one musical instrument of your choice.

Human Determination. When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. Once you use this ability, you can't use it again until you finish a short or long rest.

Yuan-ti Pureblood

Magic Resistance. This trait is replaced with the following: You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer

Spellcasting

You learn the *mending* cantrip, and it doesn't count against the number of artificer cantrips you know.

Artificer Specialist

Alchemist

Experimental Elixir

Whenever you roll on any Experimental Elixir table, you can choose any effect with a number equal or less than the number you rolled.

Improved Experimental Elixir

Starting at 9th level, your potions become more potent. You can use the following table to determine the effects of elixirs you create at the end of a long rest or using a spell slot of 2nd level or higher:

Improved Experimental Elixir

d8	Effect
1	**Healing.** The drinker regains a number of hit points equal to 4d4 + your Intelligence modifier.
2	**Swiftness.** The drinker's walking speed increases by 10 feet for 8 hours.
3	**Resilience.** The drinker gains a +1 bonus to AC for 1 hour.
4	**Boldness.** The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next 10 minutes.
5	**Flight.** The drinker gains a flying speed of 10 feet for 1 hour.
6	**Transformation.** The drinker's body is transformed as if by the *alter self* spell. The drinker determines the transformation caused by the spell, the effects of which last for 1 hour.
7	**Growth.** The drinker's body is enlarged as if by the Enlarge effect of the *enlarge/reduce* spell for 1 minute.
8	**Confidence.** The drinker can roll a d4 and add the number rolled to every ability check they make for the next 10 minutes.

Superior Experimental Elixir

Also starting at 15th level, your study of *experimental elixirs* pushes their potency to the limits of your craft. You can use the following table to determine the effects of elixirs you create at the end of a long rest or using a spell slot of 4th level or higher:

Superior Experimental Elixir

d10	Effect
1	**Healing.** The drinker regains a number of hit points equal to 8d4 + your Intelligence modifier.
2	**Swiftness.** The drinker's walking speed increases by 20 feet for 8 hours.
3	**Resilience.** The drinker gains a +1 bonus to AC for 8 hours.
4	**Boldness.** The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for 1 hour.
5	**Flight.** The drinker gains a flying speed of 20 feet for 1 hour.
6	**Transformation.** The drinker's body is transformed as if by the *alter self* spell. The drinker determines the transformation caused by the spell, the effects of which last for 8 hours.
7	**Growth.** The drinker's body is enlarged as if by the Enlarge effect of the *enlarge/reduce* spell for 10 minutes.
8	**Confidence.** The drinker can roll a d4 and add the number rolled to every ability check they make for 1 hour.
9	**Sight.** The drinker gains truesight up to a range of 60 feet for 10 minutes.
10	**Resistance.** The drinker gains resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 minute.

Artificer Infusions

Homunculus Servant

As a bonus action, you can prepare an item you carry that can be administered to another creature as an action, like a potion or an *experimental elixir*. You can only prepare one item at a time.

Your homunculus servant can retrieve the item you prepared if it moves within 5 feet of you on its turn. While the servant is carrying the item, it can use its action to administer it to a willing or unconscious creature within 5 feet of it.

The servant drops the item, possibly destroying it, if it is too heavy to carry, the servant is incapacitated, or uses its action to do anything else.

Barbarian

Primal Paths

Battlerager

Battlerager Armor

Additionally, when you use the Attack action to grapple a creature, the target takes piercing damage equal to your proficiency modifier (rather than 3) if your grapple check succeeds.

Spiked Retribution

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack, the attacker takes piercing damage equal to your proficiency modifier (rather than 3) if you are raging, aren't incapacitated, and are wearing spiked armor.

Berserker

Frenzy

When you use your bonus action to enter your rage and choose to go into a frenzy, you can immediately make a melee weapon attack.

Tireless Rage

Also starting at 6th level, you ignore the effects of Exhaustion while you are raging.

Storm Herald

Storm Aura

When you finish a long rest in a desert, at sea, or in the tundra, you can change your environment choice to the area you are in.

Desert. When this effect is activated, all other creatures in your aura take 3, rather than 2, fire damage each. The damage increases when you reach certain levels in this class, increasing to 4 at 5th level, 5 at 10th level, 6 at 15th level, and 7 at 20th level.

Tundra. When this effect is activated, each creature of your choice in your aura gains 3, rather than 2, temporary hit points, as icy spirits inure it to suffering. The temporary hit points increase when you reach certain levels in this class, increasing to 4 at 5th level, 5 at 10th level, 6 at 15th level, and 7 at 20th level.

Bard

Countercharm

This feature is replaced with the following:

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. At the beginning of your turn, you can start a performance (no action required) that lasts up to 10 minutes. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you lose concentration (as if concentrating on a spell).

Once you use this ability, you can't do so again until you finish a short or long rest.

Magical Secrets

The spells you choose at 10th, 14th and 18th level must come from the Cleric, Druid, Sorcerer, Wizard, or Warlock class.

Bard Colleges

College of Lore

Additional Magical Secrets

The spells you choose at 6th level must come from the Cleric, Druid, Sorcerer, Wizard, or Warlock class.

Fighter

Martial Archetypes

Champion

Versatile Fighter

Beginning at 3rd level, your extensive training allows you to shift your focus towards different fighting styles. Whenever you finish a long rest, you can replace one option you chose for the Fighting Style class feature with a different one.

Champion's Exploit

Starting at 7th level, you can press your advantage when you deal a devastating blow to an enemy. When you score a critical hit with a melee weapon against a creature on your turn, you can perform one of the following maneuvers as a bonus action:

- **Cleave**. You can make a melee weapon attack against any number of creatures other than your target within 5 feet of you, with a separate attack roll for each target.
- **Repositioning.** You can move up to half your speed without provoking opportunity attacks.
- **Sudden Defense.** You take the Dodge action.

Dominating Skill

Starting at 10th level, whenever you make a Charisma (Performance) or Charisma (Intimidation) check related to your weapon skills, you can give yourself a bonus on the check equal to your Strength or Dexterity modifier (your choice).

Arcane Archer

Arcane Shot

You gain an additional use of this ability at 10th level.

Arcane Shot Options

Banishing Arrow. After you reach 10th level in this class, a target also takes 1d6 force damage when the arrow hits it. At 18th level, the damage increases to 2d6.

Beguiling Arrow. The psychic damage increases to 3d6 when you reach 10th level in this class. At 18th level, the damage increases to 4d6.

Bursting Arrow. The force damage increases to 3d6 when you reach 10th level in this class. At 18th level, the damage increases to 4d6.

Enfeebling Arrow. The necrotic damage increases to 3d6 when you reach 10th level in this class. At 18th level, the damage increases to 4d6.

Grasping Arrow. The poison damage and slashing damage both increase to 3d6 when you reach 10th level in this class. At 18th level, they both increase to 4d6.

Piercing Arrow. The piercing damage increases to 2d6 when you reach 10th level in this class. At 18th level, the damage increases to 3d6.

Seeking Arrow. The force damage increases to 2d6 when you reach 10th level in this class. At 18th level, the damage increases to 3d6.

Shadow Arrow. The psychic damage increases to 3d6 when you reach 10th level in this class. At 18th level, the damage increases to 4d6.

Monk

Ki

If you spend 1 ki or more as part of your action on your turn, you can then immediately make one unarmed strike as a bonus action.

Monastic Traditions

Way of the Four Elements

This monastic tradition is replaced with the following:

You follow a monastic tradition that teaches you to harness the elements. When you focus your ki, you can align yourself with the forces of creation and bend the four elements to your will, using them as an extension of your body. Some members of this tradition dedicate themselves to a single element, but others weave the elements together.

Many monks of this tradition tattoo their bodies with representations of their ki powers, commonly imagined as coiling dragons, but also as phoenixes, fish, plants, mountains, and cresting waves.

Origin of this adaptation

This is a slightly modified version of the Way of the Four Elements Remastered, found under this link: https://drive.google.com/file/d/0B1pdYIcfHauwNDM2My1XeWFYSDA/view

Disciple of the Elements

At 3rd level, you learn magical disciplines that harness the power of the four elements. Some disciplines require you to spend ki points when you use them.

You learn the Elemental Initiate discipline and two disciplines of your choice, which are detailed in the sections below. You learn two additional disciplines of your choice at 6th, 11th, and 17th level.

Whenever you learn a new elemental discipline, you can also replace one elemental discipline that you already know with a different discipline.

Casting Elemental Spells. Some elemental disciplines allow you to cast spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. When you cast a spell with a discipline, it is cast at the spell's lowest level unless otherwise specified.

Wisdom is your spellcasting ability for any spells cast with an elemental discipline. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast through an elemental discipline and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Once you reach 5th level in this class, you can spend additional ki points to increase the level of an elemental discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as *burning hands* does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th-level monk and use Sweeping Cinder Strike to cast *burning hands*, you can spend 2 ki points to cast it as a 2nd-level spell (the discipline's base cost of 1 ki point plus 1).

The maximum number of ki points (base ki point cost plus any additional points) that you can spend on any spell is 2, unless a discipline specifies otherwise. This maximum increases to 3 at 9th level, 4 at 13th level, and 5 at 17th level.

Disciplines of the Initiate

Starting at 3rd level, you can learn the following disciplines:

Become the Teapot. You roll with the incoming energy, attuning to element, becoming it. You can spend 1 ki point to cast *absorb elements**.

Effortless Step. The air around you works in unison with your movements, rising you up as you jump. Your jump height and distance are doubled (quadrupled with Step of the Wind) and you have advantage on Strength (Athletics) checks related to jumping.

Elemental Initiate. You learn two of the following cantrips: *control flames**, *gust**, *mold earth**, or *shape water**. You learn the remaining cantrips from this list at 6th level.

Enduring Mountain Stance. As your ki roots you to the ground, your body and mind become as rigid and unyielding as the ground below you. When you use the Dodge action, you cannot be moved, pushed, grappled, frightened, or knocked prone against your will, even if magically compelled to do so. This effect lasts until the beginning of your next turn. You must be standing on the ground to use this ability.

Fangs of the Fire Snake. When you use the Attack action on your turn, you can spend 1 ki point to cause tendrils of flame to stretch out from your fists and feet. Your reach with your unarmed strikes increases by 5 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and the first attack that hits on that turn deals an extra 1d10 fire damage. You can spend 1 ki point on any subsequent hit on that turn to also deal an extra 1d10 fire damage.

Fang of the Frost Wolf. You summon a shard of razor-sharp ice and fling it at your foe. You can spend 1 ki point to cast *ice knife**.

Spell descriptions

Spells marked with an asterisk (*) can be found in *Xanathar's Guide to Everything*.

Fist of Four Thunders. You slam your fists together in front of you, causing a thunderous boom that blows away everything around you. You can spend 1 ki point to cast *thunderwave*.

Fist of Unbroken Air. You can create blasts of compressed air that strike like a mighty fist. When you use the Attack action on your turn, you can spend 1 ki point to increase your reach by 10 feet for that action, as well as the rest of the turn. Once on that turn when such an attack hits, you can force the target to make a Strength saving throw or be pushed back 10 feet and be knocked prone.

Golden Snake's Icy Path. Whenever you take the Dash action, you can leave a trail of slippery ice for any movement you make along a surface during that turn. This ice counts as difficult terrain and lasts until the start of your next turn.

Rumbling Badger. You shake the ground, causing a tremor that knocks over your foes. You can spend 1 ki point to cast *earth tremor**.

Rush of the Gale Spirits. You send a blast of air outward with a thrust of your open palm. You can spend 2 ki points to cast *gust of wind*.

Shape the Raincloud. You can spend 1 ki point to cast *create or destroy water*.

Sweeping Cinder Strike. With a wide sweeping gesture, you summon forth a barrage of hot cinders. You can spend 1 ki point to cast *burning hands*.

Water Whip. You can spend 1 ki point as a bonus action to create a whip of water that shoves and pulls a creature to unbalance it. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes bludgeoning damage equal to your Martial Arts die + your Wisdom modifier, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone. You cannot use this discipline and cast a spell during the same turn.

Disciplines of the Adept

Starting at 6th level, you can learn the following disciplines:

A Leaf on the Wind. A powerful wind rises up to catch you as you fall. Your Slow Fall ability no longer requires a reaction to use as long as you are conscious and not incapacitated, and it negates all falling damage regardless of distance. You may also glide along the air to move 5 feet in any horizontal direction for every 5 feet that you fall.

Burning Ember Flourish. You reach out with your ki to snuff out a source of fire, causing it to go out with a bang or to sputter black smoke. You can spend 2 ki points to cast *pyrotechnics**.

Crushing Hand of the Mountain. You focus your strength into your outstretched fist, summoning a hand of earth from the ground. You can spend 2 ki points to cast *Maximilian's earthen grasp**.

Curtain of Unyielding Wind. You let out a fierce howl as a mighty wind begins swirling around you. You can spend 2 ki points to cast *warding wind**.

Gong of the Summit. You strike the air as if it were a gong. You can spend 2 ki points to cast *shatter*.

Hatchling's Flame. You focus your ki into a torrent of fire that streaks away from you. You can spend 2 ki points to cast *Aganazzar's scorcher**.

Impenetrable Iron Tortoise Shell. You summon an earthen barrier to defend an ally. As a reaction, you may spend 2 ki points to use your Deflect Missiles ability against an attack you can see within 30 feet of you. Any damage not prevented by this ability is taken by the original target of the attack.

If you reduce the damage to 0, you can't make an attack with it.

Mote of the Sun. Your ki manifests as a roaring orb of fire. You can spend 2 ki points to cast *flaming sphere*.

Patient Badger Listens. You reach out with your ki to the ground beneath you. You can spend 2 ki points as a bonus action to gain tremorsense with a range of 30 feet and a burrow speed equal to half of your walking speed for up to 1 minute. Your movement leaves behind a tunnel that remains for as long as this ability is active, and then collapses.

Red Dragon's Claws. Rays of fire spring from your outstretched hand to sear your foes. You can spend 2 ki points to cast *scorching ray*.

Swarming Ice Rabbit. Your ki forms a flurry of snowballs erupting from a point you choose within range. You can spend 2 ki points to cast *Snilloc's snowball swarm**.

Water Jet. You can spend 2 ki points as an action to unleash a jet of water in a line that is 30 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw, taking bludgeoning damage equal to your Martial Arts die + your Wisdom modifier on a failed save, or half as much damage on a successful one. In addition, you can move each target that fails its saving throw to any unoccupied space adjacent to the line.

Disciplines of the Master

Starting at 11th level, you can learn the following disciplines:

Dance of Three Ways. You summon six spheres of earth from the ground, suspend them in the air around you and ignite them with your fiery ki. With a thought, you launch these blazing meteors at your foe. You can spend 3 ki points to cast *Melf's minute meteors**.

Earth Reaches for Sky. Focusing your strength with a deep, rumbling shout, you swing your arms up high, causing an eruption of churned earth and stone that engulfs your foes. You can spend 3 ki points to cast *erupting earth**.

Eternal Mountain Defense. Your body hardens to stone, nearly impervious to weapons. You can spend 4 ki points to cast *stoneskin*, targeting yourself.

Flames of the Phoenix. With a hand motion, you conjure a tiny bead of burning energy. You spend 3 ki points to cast *fireball*.

Fist of the Elements. The elements swirl around your weapon. You can spend 3 ki points to cast *elemental weapon* (cold, fire, or thunder only). Your unarmed strikes count as a weapon for the purposes of this discipline.

Hua's Water Prison. You conjure up a sphere of water that engulfs and imprisons foes that touch its surface. You can spend 4 ki points to cast *watery sphere**.

Mist Stance. A swirling mist envelopes your body and you merge with it, becoming a cloud. You can spend 3 ki points to cast *gaseous form*, targeting yourself.

One with the Tides. You reach out with your ki and become one with water. You spend 2 ki points as an action to gain underwater adaptations for 8 hours.

While this ability is active, you can breathe normally underwater, you gain a swim speed equal to your walking speed, and you gain blindsight with a radius of 60 feet while underwater.

Rain of the Frigid Glacier. You cool the air in the skies above you, condensing the water droplets into freezing rain and sleet. You can spend 3 ki points to cast *sleet storm*.

Raise the Troubled Earth. You stir the earth around you into action, summoning a wall of sand to serve as your barricade. You can spend 3 ki points to cast *wall of sand**.

Raise the Still Waters. Though water can give way easily, it can just as easily offer great resistance. You can spend 3 ki points to cast *wall of water**.

Ride the Wind. You summon a mighty wind that envelopes your body, sweeping you to where you want to go. You can spend 3 ki points to cast *fly*, targeting yourself, with your fly speed being equal to your movement speed.

River of Hungry Flame. You sweep your hands upward, causing a wall of blazing hot fire to leap up from the ground. You can spend 4 ki points to cast *wall of fire*.

Sea's Fury. You conjure up a mighty wave of water that crashes down on your foes. You can spend 3 ki points to cast *tidal wave**.

Shape the Flowing River. You touch the body of water with your ki, coaxing it to change its form. You can spend 4 ki points to cast *control water*.

Sweeping Crosswind. A wall of strong wind rises from the ground, batting away anything in its path. You can spend 3 ki points to cast *wind wall*.

Legendary Disciplines

Starting at 17th level, you can learn the following disciplines:

Avatar of the Elements. As an ultimate display of your mastery of the elements, you can spend 5 ki points as an action to have the elements of earth, fire, air, and water form a protective sphere around your body, gaining multiple benefits for 1 minute. While this ability is active, you have resistance to bludgeoning, piercing, slashing, cold, fire, lightning, and thunder damage. You also gain a burrow, fly, and swim speed equal to your movement speed. Lastly, you can spend 1 ki point and use any of the following abilities as a bonus action:

- You create a small earthquake on the ground in a 15-foot radius around you. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone.
- You create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.
- You create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.
- You create a 15-foot cone of ice shards extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 2d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

Breath of Winter. You inhale deeply and then exhale, blasting a cone of frigid air out in front of you that freezes everything in its path. You can spend 5 ki points to cast *cone of cold*.

Eyes of Fire. Your foes may try to hide in darkness, but their ki lights up like a torch to you. You may cast *see invisibility* at will without expending any ki points. In addition, while under the effects of *see invisibility*, you may spend 2 ki points as a bonus action to gain truesight until the end of your next turn.

Eye of the Hurricane. You stretch out your ki to embrace the winds. You can spend 5 ki points to cast *control winds**.

Mold the Mountain. You master the many forms that earth may take. You can spend 5 ki points to cast *transmute rock**.

Swirling Crab's Revenge. Your ki manifests as a swirling pool of water, smashing and pulling your foes towards its center. You can spend 5 ki points to cast *maelstrom**.

Wave of Rolling Earth. The ground shakes and emits a low rumble as a wall of stone erupts up into being. You can spend 5 ki points to cast *wall of stone*.

Way of the Kensei

Path of the Kensei

Agile Parry. If you make an unarmed strike as part of the Attack action on your turn or use your Flurry of Blows, you can use a kensei melee weapon you are holding to defend yourself. You gain a +2 bonus to AC until the start of your next turn while the weapon is in your hand and you aren't incapacitated.

Kensei's Shot. The extra damage for the Kensei's Shot feature increases to 1d6 at 11th level and 1d8 at 17th level.

One with the Blade

Deft Strike. When you take the Attack action on your turn and attack with a kensei weapon, you can spend 1 ki point to give yourself advantage on the attack roll. On a hit, the weapon deals extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

Sharpen the Blade

You can use this feature with a magic weapon that already has a bonus to its attack and damage rolls, to a combined maximum of +3.

Way of the Sun Soul

Radiant Sun Bolt

When you take the Attack action on your turn and use this special attack as part of it, you can make the special attack once as a bonus action.

Ranger

Deft Explorer

This feature replaces the Natural Explorer feature.

You are an unsurpassed explorer and survivor. Choose one of the following benefits, and then choose another one at 6th and 10th level.

Canny

Choose one skill: Animal Handling, Athletics, History, Insight, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You gain proficiency in the chosen skill if you don't already have it, and you can add double your proficiency bonus to ability checks using that skill.

In addition, thanks to your extensive wandering, you are able to speak, read, and write two languages of your choice.

Roving

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

Tireless

As an action, you can give yourself a number of temporary hit points equal to 1d10 + your Wisdom modifier. You can use this special action a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is reduced by 1.

Favored Foe

This feature replaces the Favored Enemy feature.

You can call on your bond with nature to mark a creature as your favored enemy for a time: you know the *hunter's mark* spell, and Wisdom is your spellcasting ability for it. You can use it a certain number of times without expending a spell slot and without requiring concentration — a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

When you gain the Spellcasting feature at 2nd level, *hunter's mark* doesn't count against the number of ranger spells you know.

Primal Awareness

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells

Ranger Level	Spell
3rd	*detect magic, speak with animals*
5th	*beast sense, locate animals or plants*
9th	*speak with plants*
13th	*locate creature*
17th	*commune with nature*

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

Fade Away

This feature replaces the Hide in Plain Sight feature.

You can use a bonus action to magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Ranger Archetypes

Hunter

Hunter Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Hunter Spells

Ranger Level	Spell
3rd	*ensnaring strike*
5th	*pass without trace*
9th	*conjure barrage*
13th	*freedom of movement*
17th	*conjure volley*

Hunter's Prey

You can spend 1 day of downtime to prepare equipment and practice different tactics, so you can ready yourself for the enemies you will face. If you do and then complete a long rest, you can exchange the feature you selected for Hunter's Prey with a different one.

Defensive Tactics

When you spend 1 day of downtime preparing and complete a long rest as described in the Hunter's Prey feature, you can also exchange the feature you selected for Defensive Tactics with a different one.

Multiattack

When you spend 1 day of downtime preparing and complete a long rest as described in the Hunter's Prey feature, you can also exchange the feature you selected for Multiattack with a different one.

Superior Hunter's Defense

When you spend 1 day of downtime preparing and complete a long rest as described in the Hunter's Prey feature, you can also exchange the feature you selected for Superior Hunter's Defense with a different one.

Beast Master

Beast Master Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Beast Master Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Beast Master Spells

Ranger Level	Spell
3rd	*animal friendship*
5th	*barkskin*
9th	*conjure animals*
13th	*dominate beast*
17th	*awaken*

Ranger's Companion

While wandering the wilds, a ranger encounters many sorts of animals, some of which the ranger might befriend. This friendship can arise from successful use of the Animal Handling skill or the *animal friendship* spell. If the resulting bond is strong enough, the animal might join the ranger on adventures.

A ranger who has the Beast Master archetype can form an even stronger bond, feeling almost like a sibling to an animal. A special type of beast awaits a Beast Master in the wilds, a creature whose lineage stretches back to the beginnings of the world: a primal beast known as a Beast of the Air or a Beast of the Earth. Such a creature seeks out the type of companionship that a Beast Master offers, ready for the two of them to battle the imbalances in the natural world.

The primal beast is a special creature that a Beast Master can choose for the Ranger's Companion feature. When choosing such a creature, you decide whether it is a Beast of the Air or the Earth, and you determine its appearance. Stories describe primal beasts that mystically change form to align with the spirit of their companion. When a primal beast is met apart from a Beast Master, the creature takes the form a regular beast of challenge rating 1/4 or lower, as determined by the DM.

Beast of the Earth

Medium beast, neutral

Armor Class 12
Hit Points equal the beast's Constitution modifier + your Wisdom modifier + five times your ranger level
Hit Dice a number of d8 equal to your ranger level
Speed 40 ft., climb or swim 40 ft. (your choice when you bond with the beast)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Dex +4, Con +4,. Wis +4
Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Languages understands the languages you speak

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. The DC equals your spell save DC. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Primal Rebirth. If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

Ready Companion. As a bonus action, you can command the beast to make its maul attack or to Hide.

Actions

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 slashing damage.

Beast of the Air

Small beast, neutral

Armor Class 13
Hit Points equal the beast's Constitution modifier + your Wisdom modifier + five times your ranger level
Hit Dice a number of d6 equal to your ranger level
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Dex +5, Con +3, Wis +4
Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages understands the languages you speak

Flyby. The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Primal Rebirth. If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

Ready Companion. As a bonus action, you can command the beast to make its shred attack or to Hide.

Actions

Shred. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 slashing damage.

Rogue

Roguish Archetypes

Assassin

Deadly Initiative

Starting at 3th level, when you roll initiative and an enemy creature you can see is surprised, you may take your first turn in combat at the highest initiative count.

Sorcerer

Metamagic

You gain one additional Metamagic option at 3rd, 6th and 14th level in this class. Every time you gain a new Metamagic option, you can exchange one Metamagic option you already selected with a different option.

Additionally, you can choose from the following Metamagic options in addition to those from the *Player's Handbook*:

Disruptive Spell

When you cast a spell of 1st level or higher that affects one or multiple creatures, you can spend 3 sorcery points to end any spell of the same level or lower on one of those creatures. Alternatively, when you cast a spell of 1st level or higher that affects an area, you can spend 3 sorcery points to end any spell of the same level or lower on one object or magical effect in that area.

Lingering Spell

When you cast a spell that has a duration of Instantaneous and affects an area, you can spend 1 sorcery point to make its effects linger until the beginning of your next turn. Any creature that enters the area for the first time suffers the effects of the spell, but all damage it takes is halved and it makes all saving throws with advantage.

Invigorating Spell

When you cast a spell that targets one creature, you can spend 2 sorcery points to have either the target or yourself gain temporary hitpoints equal to the spell's level + your Charisma modifier (minimum 1). As long as a creature has these temporary hitpoints, its speed increases by 10 feet. Any remaining temporary hitpoints vanish after 1 minute.

Resilient Spell

When you cast a spell that requires concentration, you can spend 1 sorcery point to make it easier to maintain. The first time you fail a saving throw made to maintain concentration on the spell, you can choose to succeed instead.

You can use Resilient Spell even if you have already used a different Metamagic option during the casting of the spell.

Mastermind

Expose Weakness

Also starting at 9th level, your insight exposes more than one weakness when you take the Help action to aid attacking an enemy. If your ally attacks the target before your next turn, the first two attack rolls, rather than one, are made with advantage.

Shaped Spell

When you cast a spell that affects an area in a radius of 5 feet or greater, you can spend up to 2 sorcery points to increase or decrease the radius by 5 feet for every sorcery point you spend, to a minimum of 5 feet.

When you cast a spell that affects an area in a cone, you can spend up to 2 sorcery points to increase or decrease the length of the cone by up to 5 feet for every sorcery point you spend, to a minimum of 5 feet.

Tenacious Spell

By spending 1 sorcery point, you make a spell you cast exceptionally difficult to counter. Whenever a creature uses a spell or ability that allows it to end or foil your spell (such as *dispel magic* and *counterspell*), it must make a Charisma saving throw against your spell save DC or the spell or ability has no effect on your spell.

Sorcerer Supreme

At 20th level, all Metamagic options become available to you. Additionally, whenever you spend sorcery points to create a spell slot or use a Metamagic option, the cost is reduced by 1, to a minimum of 1.

Sorcerous Origins

Divine Soul

You learn an additional spell when you reach certain levels in this class, as shown in the Divine Soul Spells table. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know, and it cannot be replaced.

Divine Soul Spells

Sorcerer Level	Spell
3rd	*prayer of healing*
5th	*revivify*
7th	*guardian of faith*
9th	*dawn*

Draconic Bloodline

You learn an additional spell when you reach certain levels in this class, as shown in the Draconic Bloodline Spells table. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know, and it cannot be replaced.

Draconic Bloodline Spells

Sorcerer Level	Spell
1st	*chromatic orb*
3rd	*dragon's breath*
5th	*fear*
7th	*elemental bane*
9th	*dominate person*

Shadow Magic

You learn an additional spell when you reach certain levels in this class, as shown in the Shadow Magic Spells table. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know, and it cannot be replaced.

Shadow Magic Spells

Sorcerer Level	Spell
1st	*arms of Hadar*
3rd	*shadow blade*
5th	*hunger of Hadar*
7th	*shadow of Moil*
9th	*enervation*

Storm Sorcery

You learn an additional spell when you reach certain levels in this class, as shown in the Storm Sorcery Spells table. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know, and it cannot be replaced.

Storm Sorcery Spells

Sorcerer Level	Spell
1st	*thunderwave*
3rd	*gust of wind*
5th	*call lightning*
7th	*storm sphere*
9th	*control winds*

Wild Magic

You learn an additional spell when you reach certain levels in this class, as shown in the Wild Magic Spells table. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know, and it cannot be replaced.

Wild Magic Spells

Sorcerer Level	Spell
1st	*chaos bolt*
3rd	*flock of familiars*
5th	*blink*
7th	*confusion*
9th	*synaptic static*

Tides of Chaos

Any time before you regain the use of this feature and cast a spell of 1st level or higher, you can choose to roll a d20. If you roll a number equal to or less than the level of the spell, you roll on the Wild Magic Surge table after you cast the spell and regain the use of this feature.

Warlock

Spellcasting

You learn the *eldritch blast* cantrip, and it doesn't count against the number of warlock cantrips you know.

Agonizing Blast

Starting at 2nd level, you add your spellcasting ability modifier to the damage you deal with your *eldritch blast* cantrip. Agonizing Blast is no longer a valid choice for your eldritch invocations.

Pact Boon

The following changes apply when you select the corresponding boon at 3rd level.

Pact of the Tome

Choosing this pact now grants you the benefits of the Book of Ancient Secrets invocation, and it is no longer a valid choice for your eldritch invocations.

Pact of the Blade

Your patron grants you the knowledge necessary to protect yourself in battle. You gain proficiency with medium armor. Additionally, when you attack with your pact weapon, you can use your spellcasting ability, instead of Strength or Dexterity, for the attack and damage rolls.

Pact of the Chain

Choosing this pact now grants you the benefits of the Voice of the Chain Master invocation, and it is no longer a valid choice for your eldritch invocations. Additionally, when you cast *find familiar* as a ritual, you no longer need to provide material components.

If you gain the Devil's Sight, Eldritch Sight, or Witch Sight invocations, your familiar benefits from those invocations as well. Any feature that improves your vision (such as the *detect magic* spell or the Eye of the Rune Keeper and Ghostly Gaze invocations) also applies when you are perceiving through your familiar's senses.

Otherworldly Patrons

The Great Old One

The alien nature of your patron is drawn to your intellect, rather than your force of personality. You can use your Intelligence (instead of Charisma) as your spellcasting ability and your Intelligence modifier when setting the saving throw DC for a Warlock spell you cast and making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Also, you gain proficiency in Intelligence saving throws instead of Charisma saving throws.

The Undying

Among the Dead

You can cast the *spare the dying* cantrip as a bonus action.

Defy Death

You regain the use of this feature when you finish a short or long rest.

Undying Nature

You become immune to poison and disease.

Feats

The following feats are no longer valid choices, as they have been merged with other feats outlined in this chapter: Charger, Dragon Hide, Dungeon Delver, Durable, Grappler and Weapon Master.

Bold text is a change compared to the official version of a feat.

Alert

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- **You have advantage on saving throws made to avoid or resist traps.**
- **You have resistance to the damage dealt by traps.**

Athlete

- Increase your Strength score by 1, to a maximum of 20.
- **You gain proficiency in the Athletics skill. If you're already proficient in the skill, your proficiency bonus is doubled for any check you make with it.**
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.
- Climbing doesn't cost you extra movement.

Acrobat

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill. If you're already proficient in the skill, your proficiency bonus is doubled for any check you make with it.
- When you are prone, standing up uses only 5 feet of your movement.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

Crossbow Expert

Thanks to extensive practice with the crossbow, you gain the following benefits:

- You ignore the loading quality of crossbows with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls **when you are using a crossbow you are proficient with for the attack.**
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

Dragon Fear

Prerequisites: Dragonborn

When angered, you radiate menace. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma by 1, to a maximum of 20.
- Instead of exhaling destructive energy, you can expend a use of your Breath Weapon trait to roar, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.
- **A creature affected by your Breath Weapon attack now takes 3d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 4d6 at 6th level, 6d6 at 11th level, and 8d6 at 16th level.**

Dual Wielder

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- **When you take the Attack action on your turn, you can make one additional attack using your off-hand weapon as part of that same action. If you do, you cannot use your bonus action to make any attack on that turn.**

Elven Accuracy

Prerequisites: Elf or half-elf

The accuracy of elves is legendary, especially that of elf archers and spellcasters. You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once. **If you do, the weapon attack cannot become a critical hit.**
- **Whenever you make an attack roll using Dexterity, Intelligence, Wisdom, or Charisma and you don't have disadvantage on the roll, you can treat a d20 roll of 3 or lower as a 4.**

Great Weapon Master

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with **as part of the Attack action**, you can choose to take a penalty to the attack roll **equal to your proficiency modifier**. If the attack hits, you add **twice your proficiency modifier** to the attack's damage.

Heavy Armor Master

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by **your proficiency modifier**. **If your armor is magical, damage from magical weapons is reduced in the same way.**

Linguist

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.
- **The time investment and cost to learn a new language (from *Xanathar's Guide to Everything*) is reduced by half.**
- **When listening to a spoken language you don't understand for an hour or more, you can pick up the basic gist of what is being said.**

Lucky

You have inexplicable luck that seems to kick in at just the right moment. You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20 **and replace one roll**. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then **replace one of the attacker's rolls**. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

Martial Adept

You have practiced extensively with weapons, gaining the following benefits:

- **Increase your Strength or Dexterity by 1, to a maximum of 20.**
- **You gain proficiency with two simple or martial weapons of your choice. Each one must be a simple or a martial weapon.**
- You learn two maneuvers of your choice from **the following of those available** to the Battle Master archetype in the fighter class: **Disarming Attack, Feinting Attack, Lunging Attack, Parry, Precision Attack, Pushing Attack, Riposte, Sweeping Attack and Trip Attack.** If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Medium Armor Master

You have practiced moving in medium armor to gain the following benefits:

- **Increase your Dexterity by 1, to a maximum of 20.**
- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

Observant

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.
- **You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.**

Polearm Master

You can keep your enemies at bay with reach weapons. You gain the following benefits:

- When you take the Attack action and attack with only a glaive, halberd, quarterstaff, or spear, you can use a bonus action to make a melee attack with the opposite end of the weapon; this attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.
- While you are wielding a glaive, halberd, pike, quarterstaff, or spear, other creatures provoke an opportunity attack from you when they enter your reach. **You must be using the weapon granting this ability for the attack and cannot substitute it using any ability that replaces your opportunity attack (such as casting a spell with the War Caster feat).**

Savage Attacker

- Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.
- **When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.**
- **If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).**

Sentinel

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature **that is no more than one size larger than you** with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Sharpshooter

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with **as part of the Attack action**, you can choose to take a penalty to the attack roll **equal to your proficiency modifier and forego the benefits of the Archery fighting style for the attack**. If the attack hits, you add **twice your proficiency modifier** to the attack's damage.

Shield Master

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- You can use a bonus action to try and shove a creature within 5 feet of you with your shield **immediately before or after you take your action. If you do, the only action you can take on that turn is the Attack action.**
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Skilled

- You gain proficiency in any combination of three skills or tools of your choice.
- **Choose one skill or tool in which you are proficient. Whenever you make an ability check with that skill or tool and your proficiency bonus is not doubled, roll a d4 and add the number rolled to the check's total.**

Skulker

Prerequisites: Dexterity 13 or higher

You are expert at slinking through shadows. You gain the following benefits:

- **Increase your Dexterity score by 1, to a maximum of 20.**
- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

Spell Sniper

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- **Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls.**
- Your ranged spell attacks ignore half cover and three-quarters cover.
- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Tavern Brawler

Accustomed to fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- You are proficient with improvised weapons.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.
- **You have advantage on attack rolls against a creature you are grappling.**
- **When a hostile creature's movement provokes an opportunity attack from you and is within reach of your unarmed strike, you can use your reaction to attempt to grapple the creature.**

Tough

- Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.
- **When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).**
- **You have advantage on checks and saving throws made to resist Exhaustion.**

Spells

Bold text is a change compared to the official version of a spell.

Aganazzar's Scorcher

2nd-level evocation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a red dragon's scale)
- **Duration:** Instantaneous

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes **4d8** fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Blade Ward

Abjuration cantrip

- **Casting Time:** 1 action
- **Range: Touch**
- **Components:** V, S
- **Duration:** 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, **your target** has resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Counterspell

3rd-level abjuration

- **Casting Time:** 1 reaction, which you take when you see a creature **within range** casting a spell
- **Range:** 60 feet
- **Components:** S
- **Duration:** Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

When you use your reaction to identify a spell as it is being cast (using the Identifying a Spell rules in *Xanathar's Guide to Everything*) and succeed, you can cast this spell as part of the same reaction.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Create Food and Water

3rd-level conjuration

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, **M (a freshly picked berry, fruit or mushroom, which is consumed)**
- **Duration:** Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Create or Destroy Water

1st-level transmutation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a drop of water **drawn from a natural source** if creating water or a few grains of sand if destroying it, **both of which are consumed**)
- **Duration:** Instantaneous

You either create or destroy water.

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Find Familiar

1st-level conjuration (ritual)

- **Casting Time:** 1 hour
- **Range:** 10 feet
- **Components:** V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)
- **Duration:** Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it **acts on its own turn on your initiative**. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

If this spell is cast by a familiar summoned by this spell, it fails and is wasted.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Find Traps

2nd-level divination

- **Casting Time:** 1 action
- **Range: 60 feet**
- **Components:** V, S
- **Duration: Concentration, up to 10 minutes**

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

You learn the approximate location of a trap you sense, if its mechanical or magical, and the general nature of the danger posed by it, but not any information about its detailed workings, nor do you gain any insight on how to disable or bypass it.

Flame Arrows

3rd-level transmutation

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration: 1 hour**

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on a piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver **or you cast it again**.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by **four** for each slot level above 3rd.

Flame Strike

5th-level evocation

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (pinch of sulfur)
- **Duration:** Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes **5d6** fire damage and **5d6** radiant damage on a failed save, or half as much damage on a successful one. **Undead have disadvantage on the saving throw.**

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Goodberry

1st-level transmutation

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (a sprig of mistletoe, **which is consumed**)
- **Duration:** Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry **or administer it to an incapacitated creature**. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. **The healing from a goodberry cannot be increased in any way.**

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Healing Spirit

2nd-level conjuration

- **Casting Time:** 1 bonus action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). **Once the spirit has restored hit points this way a number of times equal to twice your spellcasting modifier (minimum 2), the spell ends.** The spirit can't heal constructs or undead.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

Magic Missile

1st-level evocation

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration:** Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously **(counting as one singular application of damage for the purposes of failing death saving throws, triggering concentration checks, and other effects)**, and you can direct them to hit one creature or several. **Any bonuses to the damage of the spell are only added once for each target.**

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Melf's Acid Arrow

2nd-level evocation

- **Casting Time:** 1 action
- **Range:** 90 feet
- **Components:** V, S, M (powdered rhubarb leaf and an adder's stomach)
- **Duration:** Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next **two turns**. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next two turns.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Mordenkainen's Sword

7nd-level evocation

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)
- **Duration:** Concentration, up to 1 minute

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make **two melee spell attacks against targets of your choice** within 5 feet of the sword. On a hit, **a** target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to **60** feet to a spot you can see and repeat **these attacks against the same targets or different ones**.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d10 for each slot level above 7th.

Phantasmal Killer

4th-level illusion

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration: 1 minute**

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Protection from Evil and Good

1st-level abjuration

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M **(a drop of holy water or a sprinkle of silver dust)**
- **Duration:** Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Simulacrum

7th-level illusion

- **Casting Time:** 12 hours
- **Range:** Touch
- **Components:** V, S, M (snow or ice in quantities sufficient to made a life-size copy of the duplicated creature; some hair, fingernail clippings, or other piece of that creature's body placed inside the snow or ice; and powdered ruby worth 1,500 gp, sprinkled over the duplicate and consumed by the spell)
- **Duration:** Until dispelled

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature.

It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates, except that it is a construct.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots **or abilities that are recovered at the end of a short or long rest.**

If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

If this spell is cast by a construct created by this spell, it fails and is wasted.

Snilloc's Snowball Swarm

2nd-level evocation

- **Casting Time:** 1 action
- **Range:** 90 feet
- **Components:** V, S, M (a piece of ice or a small white rock chip)
- **Duration:** Instantaneous

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a **10-foot-radius** sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes 3d6 cold damage and **its speed is reduced by 10 feet until the beginning of your next turn**. On a successful save, it takes half as much damage and **its speed is not reduced**.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Stoneskin

4th-level abjuration

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (**a diamond worth 100 gp**)
- **Duration:** Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

True Strike

Divination cantrip

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute

You bestow magically enhanced accuracy on one willing creature within range. The next time the target makes an attack roll, it rolls a d4 and adds the number rolled to the result. The spell then ends.

The die increases when you reach 5th level (d6), 11th level (d8), and 17th level (d10).

Weird

9th-level illusion

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration: 1 minute**

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration.

The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

Wish

9th-level conjuration

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V
- **Duration:** Instantaneous

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.

If a simulacrum you have created casts Wish, both you and your simulacrum suffer the stress associated with casting the spell, including the risk of being forever unable to cast Wish again. The inability to cast Wish extends to any simulacrum you create in the future, as well as Wish cast by deities via Divine Intervention or other similar class features, or by use of a magic item.

Witch Bolt

1st-level evocation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a twig from a tree that has been struck by lightning)
- **Duration:** Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, **its speed becomes 0 for the duration of the spell, and it cannot benefit from any bonus to its speed. Creatures larger than you are immune to this reduction to their speed.**

On each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you **move or** use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you. **At the end of each of the creature's turns, it can make a Constitution saving throw against your spell save DC. On a success, the creature's speed is no longer reduced.**

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.